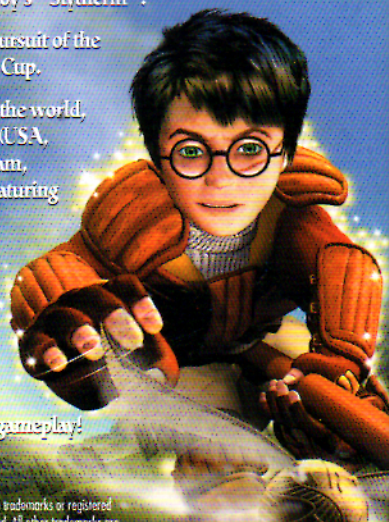




**MOUNT YOUR BROOMSTICK FOR THE
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Lead any of the Hogwarts™ houses to victory in the Hogwarts Quidditch™ Cup. Then select an international team and use your new skills to take aim at the Quidditch World Cup!

- Compete in the Hogwarts Quidditch Cup as Gryffindor™, Hufflepuff™, Ravenclaw™, or Draco Malfoy's™ Slytherin™.
- Take control of an international team in pursuit of the greatest prize of all—the Quidditch World Cup.
- Play the best national Quidditch teams in the world, each with its own distinctive playing style (USA, England, France, Germany, the Nordic team, Japan, Spain, Australia, and Bulgaria — featuring Viktor Krum!).
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**LOONEY
TUNES**
BACK IN ACTION™



ELECTRONIC ARTS™



INSTRUCTION BOOKLET



NINTENDO
GAMECUBE™

OPTIONS MENU

Change your game options to suit your preferences. At the Main menu, walk to the right until you are in the Options Area. Cycle through your choices by pressing the Control Stick \updownarrow . This is then saved automatically.

Stereo: Choose between Stereo and Mono sound.

SFX Volume: Switch between 1 (quiet) – 10 (very loud) or turn them OFF.

Rumble: Turn Rumble feature ON or OFF.

Music Volume: Alternate between 1 (quiet) – 10 (very loud) or turn Music OFF.

Banter Volume: Alternate between 1 (quiet) – 10 (very loud) or turn Banter OFF.

Screen Position: Press the Control Stick to set the screen position. Press the **A** Button to confirm or press the **B** Button to return to the default.

Cheats: Struggling? Have a cheat code? Then select CHEATS to make things a little easier.

Credits: Take a look at who made this game.

SAVING AND LOADING

NOTE: Never insert or remove a Nintendo GameCube™ Memory Card when loading or saving files.

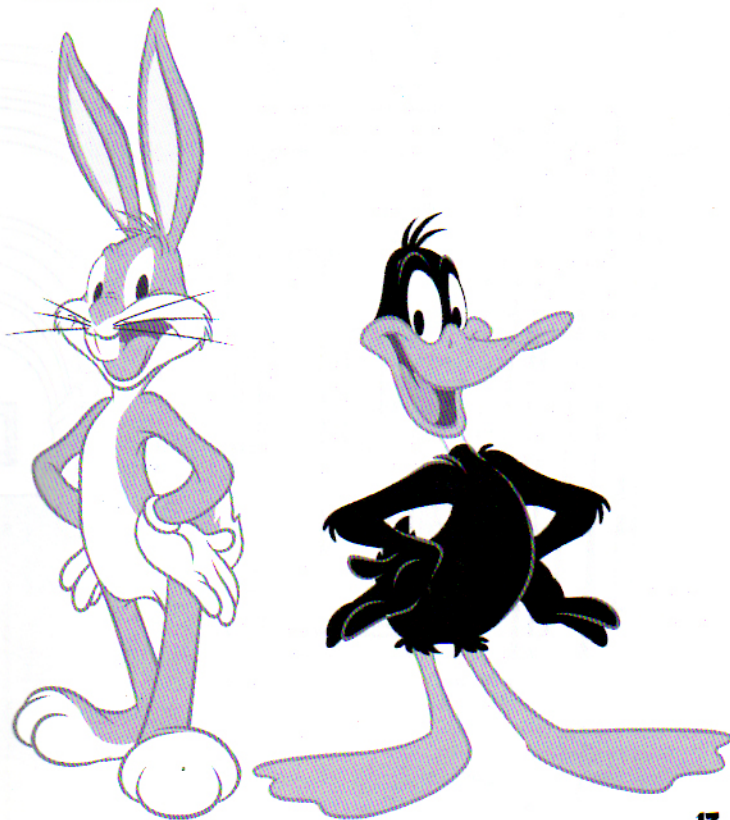
NOTE: You must have a Memory Card inserted into Nintendo GameCube™ Memory Card Slot A to save or load.

TO LOAD OR DELETE A SAVED GAME:

1. At the Main menu, choose the Film Reel you saved your game to. Your progress has been saved automatically.
2. Select PLAY to continue your saved game or ERASE to delete the saved game.

NOTE: You can use this function to revisit the main levels in order to collect anything you missed, such as Munkeys and Munnies.

That's all, folks!



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

▲ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

▲ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



Memory
Card

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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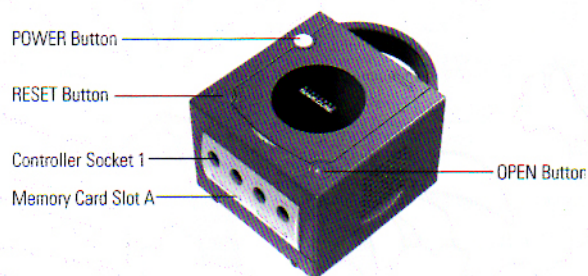
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GETTING STARTED

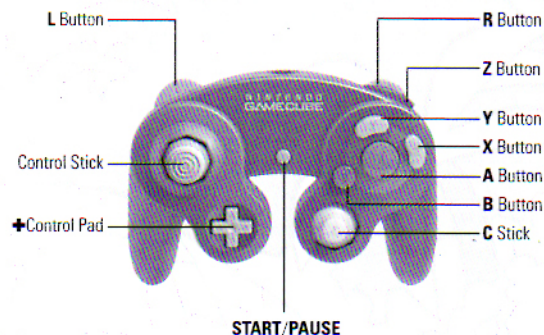
NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *Looney Tunes: Back In Action™* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *Looney Tunes: Back In Action* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *Looney Tunes: Back In Action* title screen, press **START/PAUSE** to advance to the Main menu (➤ p. 8).

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↵
Change highlighted item	+Control Pad or Control Stick ⇄
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

For more information on this game, visit looneytunesbackinaction.ea.com.

COMPLETE CONTROLS

GAME CONTROLS

ACTION	CONTROL
Movement	Control Stick
Action Button	X Button
Camera Mode (where available)	Control Stick
Attack	B Button
Jump	A Button
Swap Character	Y Button
Duck (to avoid danger)	R Button (hold)
Ground Roll (curl into a ball to knock down the baddies)	R Button (hold while running) (➤ <i>Ground Roll</i> on p. 13)
Ground Pound (when in mid-air, curl into a ball and dive-bomb to the ground. Use this to squash baddies and to destroy destructibles such as loudspeakers)	R button (tap) in mid-air
Align Camera Behind Toon	L Button (tap)
Toon's Eye View	L Button (hold)
Pause/Unpause and In-Game Options	START/PAUSE

INTRODUCTION

Experience the adventure of a lifetime with your old friends *Bugs Bunny* and *Daffy Duck*, on their quest to recover the mystical Blue Monkey Diamond. Stolen by the evil ACME™ Chairman, this precious jewel's magical powers have caused evolutionary mischief, turning ordinary folk into cheeky Munkeys! Now it's up to you to guide our heroes on their quest, as they set out to capture the Munkeys, recover the diamond, and save the world from Munkey madness!

As their journey leads them from the bright lights of Las Vegas to the exotic depths of the Jungle, our favorite rivals must overcome tricky challenges that will put their skills to the test. And that's just for starters. You'll also have to deal with ruthless enemies such as *Yosemite Sam*, *Elmer Fudd* and the *Tasmanian Devil*!! You must also remember to watch out for the pesky tourists. Those boys are obsessed with taking your picture. Phew!

Luckily, when two of the world's most famous toons unite, you get double the action! Through the magic of Toon-Swapping, either Bugs or Daffy can take the lead and use their own special abilities to overcome any obstacles.

Expect an action-packed Looney Tunes™ adventure from start to finish—it's mischievous Munkey mayhem all the way!

FEATURES

- Fun storyline inspired by the new *Looney Tunes: Back In Action*™ movie.
- Toon-Swapping: Choose between Bugs Bunny and Daffy Duck, each with their own special abilities.
- Experience five themed game environments ranging from Area 52 to The Louvre; the Wooden Nickel casino to the Jungle Ruins.

SETTING UP THE GAME

Let's talk you through the basics, Looney Tunes fans!

MAIN MENU

Begin action at the Main menu. . .



NOTE: Default options are listed in **bold** in this manual.

Choose from three Film Reels (A, B and C) from which you can play and save a game. Select a Film Reel by bopping it from underneath (press the **A** Button to jump). You can then either Play a game, Erase a game or check out your Score.

TO START YOUR LOONEY TUNES ADVENTURE:

1. Press the Control Stick \updownarrow to highlight **PLAY**.
2. At the Map Screen, select the available stage you would like to play. Press the **A** Button to confirm selection.
3. Press the Control Stick \leftarrow to highlight the Challenge you wish to play and press the **A** Button to begin playing the game.

NOTE: There are five challenges per stage. A new Challenge becomes available when you complete the previous one.

PLAYING THE GAME

To have any chance of tracking down the Blue Monkey Diamond, you're going to need all the help you can get. Luckily for you, with their different skills Bugs and Daffy make an excellent team. So what are you waiting for? Learn the basics and start playing!

NOTE: "Toons" refers to Bugs and Daffy. An active toon is the playable toon that you are currently controlling. The inactive toon is the character you are not playing and is off screen. He often appears in the Toon Bubble.

GAMEPLAY SCREEN

Not sure what's what? Then read on...



The following will appear on your screen from time to time:

Carrots: The Carrot shows how much health you have remaining. It appears when it has depleted or been replenished. (See *Carrots* on p. 15.)

Action Button Icon: This multi-task button (the **X** Button) allows you to perform a multitude of actions. (See *The Action Button* on p. 12.)

Munkeys Collected: Displays the number of Munkeys caught so far. It appears whenever you manage to catch a Munkey. (See *Munkeys* on p. 14.)

Statues Collected: Indicates how many Michigan J. Frog statues you have collected within your current stage. It appears whenever you pick up a Michigan J. Frog statue. (See *Michigan J. Statues* on p. 14.)

Munnies: Shows you the total amount of Munnies accumulated by both Bugs and Daffy.

Toon Bubble: When one toon is inactive and off-screen, a Toon Bubble will appear in the bottom right-hand corner of the screen. The Toon Bubble is an invaluable link between Bugs and Daffy, who will provide you with either encouragement or jeers. Whenever both toons are on-screen at the same time, the Toon Bubble will disappear.

ACME Birdseed Boxes: Shows you the total amount of ACME Birdseed Boxes accumulated by both Bugs and Daffy. (See *ACME Birdseed Box* on p. 14.)

No Camera Icon: This icon appears whenever you are unable to control the camera.

TOON TIPS

Need advice? Along the way, you are given Toon Tips. These helpful hints pop up on-screen whenever information is needed.

TOON-SWAPPING

This game is all about team-work, or rather, toon-work. Who do you prefer? Bugs or Daffy? Each has his own special abilities which will come in handy for different challenges. Press the **Y** Button to alternate between the two characters.

NOTE: Toon-swapping isn't available when using toon-specific skills such as Bugs' Burrowing and Daffy's Diving. You cannot swap the characters when they are in the air, swimming or when they suffer any damage.

BUGS BUNNY

"What's up, Doc?"

BUGS BURROWING

One of the perks of being a rabbit is that you can burrow into soft ground to unearth buried objects and go under certain obstacles. Burrowing takes you to places that Daffy may have trouble getting to. Perform a Ground Pound over a grassy or dirty area and Bugs will dive underground. Press the Control Stick to control Bugs' movement as he burrows. An earth mound will show you where Bugs is going. Bugs will automatically collect or push out any buried objects while burrowing. Tap the **A** Button to exit from the ground.

NOTE: You have to be underneath unobstructed ground to jump out.

WABBIT WUMBLE

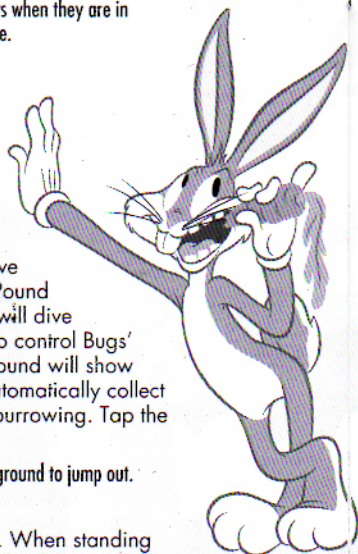
Lucky you! You have Wabbit Intuition. When standing next to any buried Munnies or rare collectibles, such as Michigan J. Frog statues, the controller will vibrate to let you know where they are. The closer you get to the buried goods, the more intense the vibration. Simply burrow underground to retrieve the Munnies!

DOUBLE JUMP

Being a rabbit, Bugs has naturally springy feet so he can jump very high. At the highest point of a normal jump, tap the **A** Button and watch Bugs curl into a ball and propel himself even higher! This allows you to reach those high-up places that Daffy just can't get to.

RENT COSTUMES

Ever fancied seeing Bugs Bunny in a grass Hula skirt? Now's your chance! *Looney Tunes: Back In Action* gives you the opportunity to purchase some of the craziest costumes around. Use these cunning disguises to manipulate the bad guys in mischievous ways. Just make sure you have enough Munnies and keep an eye out for the Costume Door.



DAFFY DUCK

"You're despicable!"

FLUTTER JUMP

Daffy uses his "wings" to add a little extra air time to his jumps. Tap the **A** Button at the highest point of a normal jump, and watch Daffy flap his feathered arms furiously. Repeatedly tapping the **A** Button allows Daffy to perform a Flutter Jump for a few seconds.

RENT A DUCK DANGER COSTUME

Want the invulnerability of a super hero? This zany costume gives Daffy a sense of braveness which gives him the confidence to do a number of things including diverting dangers and protecting him from the baddies. By braving perils, Daffy can help Bugs with his journey; by tripping traps and helping Bugs move forward safely. The Duck Danger Costume gives Daffy some great skills, but you need to make the most out of the costume as it doesn't last long.

NOTE: In situations that require Daffy to be brave, he must purchase a Duck Danger Costume to survive and successfully complete the challenge.

NOTE: Keep an eye out for Daffy's Costume Doors. Just make sure you have enough Munnies...

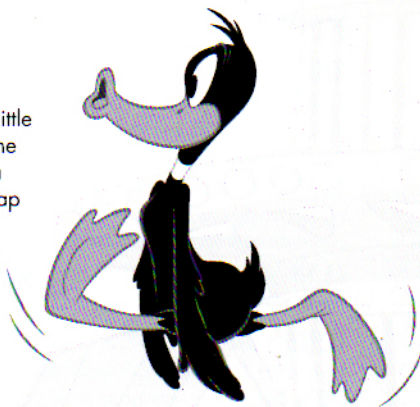
SWIMMING

Daffy can swim to exciting places. Press the Control Stick to paddle. You can jump out of the water at any time by pressing the **A** Button.

WARNING: Bugs cannot swim! Daffy's your best friend in any water environments.

DUCK DIVE

Dive deep under the water to retrieve submerged Munnies and other hard to find collectibles, such as Michigan J. Frog statues. Tap the **X** Button to perform the Duck Dive. The longer you hold the **X** Button, the deeper Daffy dives. (It's also a great way of avoiding danger!)



MORE TOON CONTROLS

THE ACTION BUTTON ICON

This multi-use button (the **X** Button) allows you to do many cool things. You can perform multiple Actions via the use of a single button. The Action Button will appear on screen whenever it can be used.

The Action Button lets you use the special skills associated with your rented costumes and chat with friendly Looney Tunes characters. It also lets you collect Hens and Yum Yums!

EA TIP: Whenever you see a finger icon tapping on the Action Button, this is your signal to tap the Action Button as fast as you can.

HENS AND YUM YUMS

Hens and Yum Yums are small creatures that Bugs and Daffy can catch and use as weapons or as crafty tools to help them with their journey.

You can use them to throw at a target to help open a door, activate a switch or to attack enemies with.

⇒ Tap the Action Button to throw in the direction the toon is facing and hold the Action Button to aim.

JUMPING

Jumping is pressure sensitive. Tap the **A** Button to perform a small hop or hold the **A** Button to perform a big jump. When in the air, you can press the Control Stick in the direction you want your toon to jump in.

WALL JUMPING

Bugs and Daffy can perform a Wall Slide by jumping up against a wall. As you slide down the wall, you can perform a Wall Jump at any time by pressing the **A** Button. You will then bounce off the wall 180 degrees in the opposite direction!

EA TIP: Successive Wall Jumps between two walls will allow your toon to jump higher and higher and higher. This will let you reach those hard to find places and hidden Munnies and collectibles.

ATTACKING

Troublesome tourists getting in the way? Loudspeakers need destroying? Baddies making a beeline for you? Never fear—you can fight back! Press the **B** Button to attack whoever you like. Bugs uses an ACME Oversized Mallet and Daffy makes a swing with an ACME Bam Pan.

NOTE: You can even attack when jumping!

GROUND ROLL

Hold the **R** button while running to Roll, and Bugs or Daffy will curl into a ball and knock down the baddies and destructibles.

ACME TOON DELIVERY

Want your sidekick to be right by your side? If you happen to stumble across an ACME Mail Box, then you're in luck. Whack one and your inactive toon will be delivered to your current location.

NOTE: The ACME Mail Boxes also act as checkpoints. When you perish, you are transported back to the last ACME Mail Box you passed.

TOON TIPS

Need advice? Along the way, you are given Toon Tips. These helpful hints appear on-screen whenever information is needed.

ENEMIES

As you make your way through the amazing world of Looney Tunes, you'll find various baddies such as security guards patrolling the grounds or tribesman guarding valuable pick-ups. Watch out, as they will do anything in their power to stop you!

COLLECTIBLES

There are a few important items to collect throughout the game, in particular, Munnies and Munkeys. Want to know more? Then read on...

MUNNIES

Get rich quick! Scattered on each stage are plenty of Munnies for you to collect. Accumulate these twinkling coins, bars of gold, and bundles of bills to purchase some great items to help you on your journey. You can rent amazing costumes, but save enough Munnies for your travel fare, which will allow you to move on to the next stage.

NOTE: You cannot progress onto the next stage unless you have collected enough Munnies.

COUNTING THE PENNIES...

Coins are worth \$5 each, a bundle of bills is worth \$50, and a beautiful bar of gold is worth a cool \$100. Just watch that tally grow.

MUNKEYS

Once upon a time, these little creatures were innocent people. Unfortunately, they were transformed into Monkeys by the evil ACME Chairman, and now they roam the world. There are five Monkeys to capture on each stage and four Bonus Monkeys. (See *Bonus Monkeys* below.)

Other toons have managed to collect Monkeys but have no use for them. So by doing little favors for these crazy characters or by offering them Munnies, they will be more than happy to hand them over!

When you successfully complete a challenge, the location of a Monkey is revealed to you. Get to this Monkey and capture him by simply bumping into him. Only by collecting every Monkey are you able to enter the final challenge. If you fail to collect at least 35 Monkeys, then the Blue Monkey Diamond cannot be destroyed.

BONUS MUNKEYS

In addition to the Monkeys obtained through completing challenges, you can also catch and collect Bonus Monkeys. To do this, you need to participate in challenges that exist on each stage. There are an extra four Bonus Monkeys to collect per stage.

ACME BIRDSEED BOX

Collect these seed boxes to gain entry into a hidden level to help collect all Monkeys. There are seven Birdseed Boxes on each stage—collect them all to unlock the *Wile E. Coyote* Game.

CHUNKS O' CARROT

Top up your health by collecting these handy little vegetables. (See *Carrots* on p. 15.)

MICHIGAN J. STATUES

There are 20 gold statues available on each stage. Collect them and top up your Statues Collected Tally. If you manage to collect all 20 statues on a stage, then you are awarded a Bonus Monkey.

CARROTS

Bugs and Daffy each begin a stage with a whole Carrot. You can take up to three hits before you perish. Each time you are hit, the carrot is eaten away some more.

You can lose your health in a number of ways: attacks from baddies, coming into contact with hazardous substances and objects such as hot lava or a spiky cactus, and falling from a great height. When your toon suffers any kind of damage, he'll flash, giving him a few moments of invulnerability.

When you reach the last Carrot chunk—that is, when you're almost out of health—any further damage will finish you off. Once you have perished, your active toon starts again at the last ACME Mail Box they passed.


You can top up your health by collecting carrots, which you'll find scattered around on different levels.

NOTE: Any damage to the active toon will not affect the inactive toon.

PAUSE MENU

⇒ Press **START/PAUSE** at any time to pause the game and access the in-game options. Press **START/PAUSE** again to resume play.


While on pause, the following items appear on-screen: Collected Monkeys, Munnies, Health, Percentage of Game Completed and Toon Bubble.

Press the Control Stick  to cycle through the following options:

Continue Game: Resume play.

Map Screen: Select this option to go back to the Map Screen.

Quit Game: Quit the game and go back to the title screen.

Hud Display: Press the Control Stick  to turn the HUD DISPLAY ON or OFF.

Edit Sound Info: Make changes to the various sound effects and music.

Quit Game: Quit the game and go back to the title screen.

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Producer: Raoul Yorke Bolagnini

CG Supervisor: Rocco Passonino

CG Team: Jake Bergman, Mike Leone, Dave Funston, Seth Hall, Rachel Keyete, Theresa Williams, Sean Mills, John Bowerly, Noah Smith, Justin Ball, Dmitri Gueer, Saker Klipsstein, Michael Captain, Bonnie Rosenstein. Cinematics created by Zoic Studios, Los Angeles, CA.

WARNER BROS. INTERACTIVE ENTERTAINMENT

Executive Producer: Marc Jackson

Senior Producer: Louise McTighe

Associate Producers: Jason Ades, Eric Bram

Producer (WBIE WEST): Gary Sheinwald

Art Director: Peter Tumminello

Marketing Manager: Susannah Scott

Brand Assurance: Jim Molinaro

Director of Production: Brett Skogen

Director of Business Development (EMEA): David Binnie

Director of Sales & Marketing: Scott Johnson

Vice President & Co-Executive Producer: Philippe Erwin

Special Thanks: Allison Abbate, Carter Armstrong, Christine Askew, Heidi Behrendt, Jim Beisner, Grant Besser, Charles Carney, Joe Dante, Chris De Faria, Catherine Frizat, Jess Garcia, Regina Gibson-Broome, Mark Gilliam, Carolyn Hadfield, Marnie Henault, Frank Keating, Mark Matheny, Laura Marquez, Patt McCurdy, Wayne Neiman, Kieran O'Dowd, David Paul, Mary Robinson, Dan Romanelli, Alyson Ruppel, Bill Schwab, Gary Simon, Remi Sklar, Jordan Sollitto, Toni Sturdivant, Leah Tribble, Mike Vetta, Geraldine Wong, Keith Zajic

LOCALIZATION

GERMAN

Recorded at Blackbird Music, Germany.

Voice Talent: Tom Deininger, Jörg Döring, Peter Flechtner, Helmut Gauss, Stefan Gossler, Hans Hohlbein, Andreas Hosang, Matthias Klages, K.-Dieter Klebsch, Imelin Krause, Stefan Krause, Horst Lampe, Tobias Müller, Engelbert Von Nordhausen, Gerald Paradies, Sven Plate, Erich Räuker, Lutz Riedel, Bernd Rüfenacht, Gerald Schaale, F.O. Schenk, Reinhard Scheunemann, Tilo Schmitz, Bettina Schön, Bernd Schramm, Claudia Urbschat-Mingues, Bernhard Völger, Bodo Wolf, Hans-Jürgen Wolf, Santiago Ziesmer
Voice-Over Director: Andreas Hommelsheim
Translation: Stefan Mittag

ITALIAN

Recorded at Dubbing Brothers Int. Italia

Voice Talent: Marco Mete, Massimo Giuliani, Roberto Pedicini, Ilario Latini, Vittorio Amandola, Monica Bertolotti, Bruno Alessandro, Marco Bresciani, Roberto Stocchi, Fabrizio Vidale, Gerolamo Alchieri, Massimiliano Alto, Stefano Mondini, Oliviero Dinelli, Ambrogio Colombo, Fabrizio Castagnoli
Voice-Over Directors: Fabrizio Castagnoli, Renato Cecchetto
Translation: Cinzia De Carolis, Monica Di Fonzo

FRENCH

Recorded at La Marque Rose, Paris.

Voice Talent: Benoit Allemane, Francois Carreras, Gerard Dessalles, Patrice Dozier, Patrick Guillemin, Jean-Loup Horwitz, Patricia Legrand, Michel Mello, J.C. Montalban, Philippe Peythieu, Patrick Prejean, Gerard Surugue, Barbara Tissier
Voice-Over Director: Gérard Dessalles
Translation: Anne Lamy-Rouze

SPANISH

Recorded At 103 Todd-Ao Estudios, S.L.

Voice Talent: Javier Amilibia, Juan Antonio Bernal, Silvia Castello, Miquel Cors, Enric Cusi, Gonzalo Duran, Aleix Estadella, Xavi Fernández, Paco Gazquez, Vicente Gil, Quique Hernandez, Miguel Angel Jenner, Alicia Loorden, Pepe Mediavilla, Alberto Mieza, Jordi Royo, Javier Viñas, Marc Zanni
Voice-Over Director: Javier Viñas
Translation: Francesc Bofill
Production Manager - WB International
Dubbing: Catherine Frizat
Assistant Production Manager - WB International Dubbing: Mary Robinson

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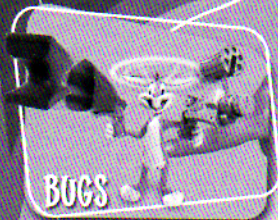
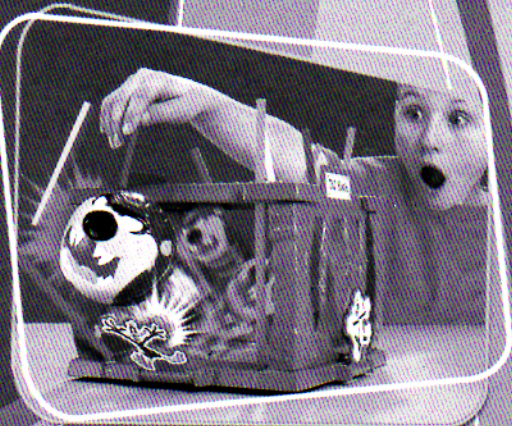
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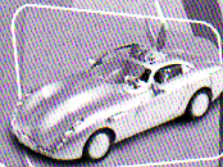


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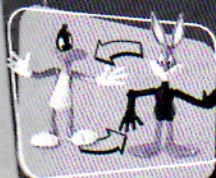
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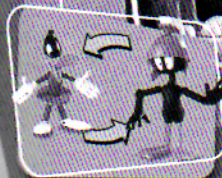
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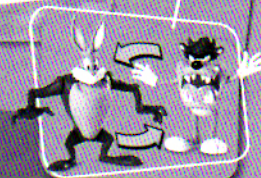
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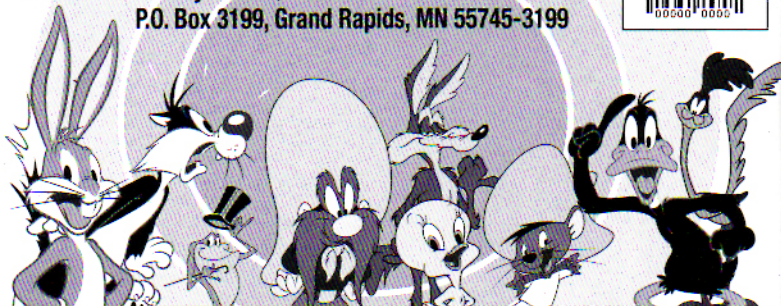
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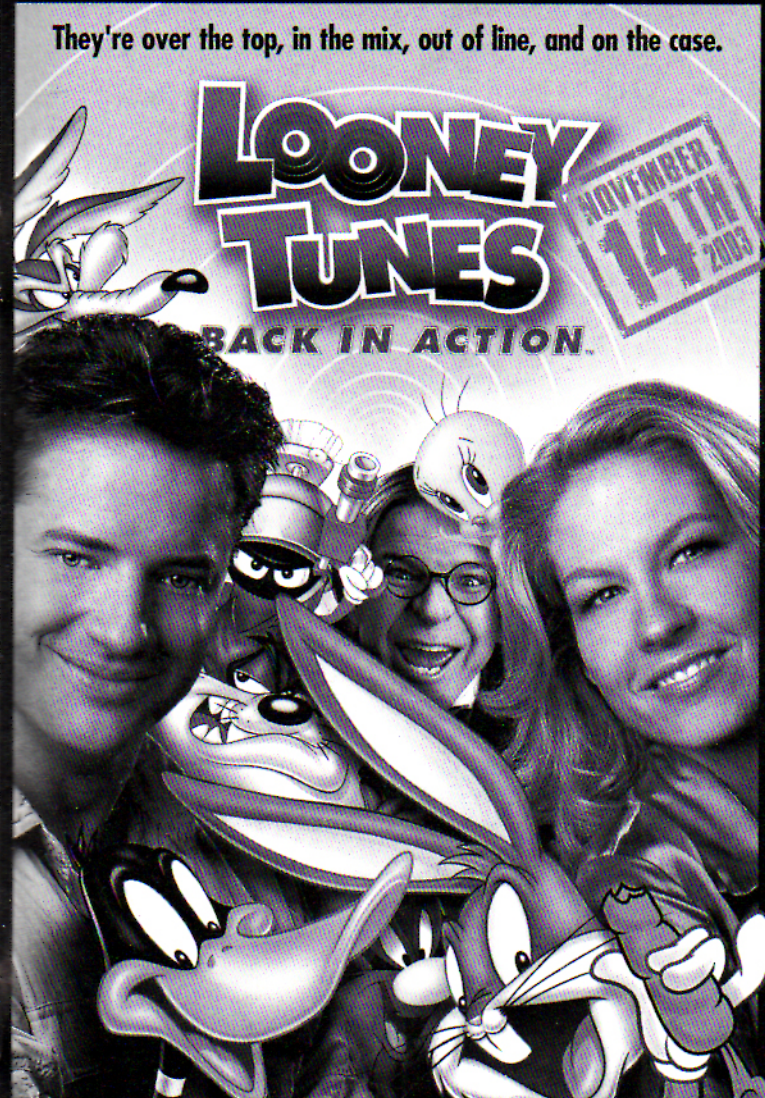
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